


MediaBay Guideline

With the help of MediaBay attributes, you can quickly and easily browse and search presets. Attributes are descriptive keywords that you can assign to your presets. Good search results in the MediaBay highly depend on accurately set attributes. When you specify attributes for your final HS(SE) Program presets, you should follow the guideline below. This ensures an equal quality of the attributes and, therefore, improves browsing and searching in the MediaBay.

 Please use the MediaBay of HALion Sonic to specify attributes for your presets. Do not use the MediaBay of Cubase, because it contains attributes that are not supported by HALion Sonic (SE) presets.

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Library Creator Properties

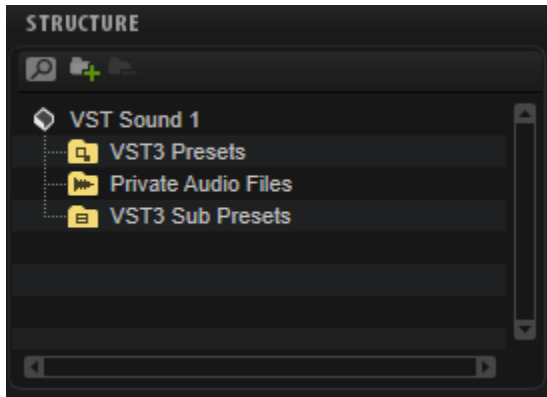
The following attributes are assigned automatically to all your presets when you build your libraries using the **Library Creator**:

Library Creator Property	MediaBay Attribute	Description
Long Name	Library Name	If the <i>Long Name</i> is too long, the <i>Name</i> property is used instead.
Manufacturer	Library Manufacturer	Your name or company name.
Family	PlugIn Name	The target plug-in that the library was designed for.

Any other attributes must be set manually.

Which media files must get attributes?

- The MediaBay scans only those VST3 presets that are located in the *VST3 Presets* folder of your library. This means that you must specify attributes for all VST3 presets that are located in this folder. Otherwise, the users cannot find the presets. In the **Library Creator**, a warning message is displayed if attributes were not set.
- The subpresets in the *VST3 Sub Presets* folder are not scanned by the MediaBay and do not need attributes. These subpresets are loaded via a script and not with the MediaBay.
- All samples of your library are located in a Private Audio folder. Private means that the MediaBay does not scan these samples and you do not need to add attributes to them. The samples are loaded together with the VST3 preset or via a script.



VST3 Preset Attribute Conventions

The different preset categories require different sets of attributes. This guideline gives you advice on how to add the correct attributes.

- For regular instrument presets, the common attributes should be set.
- For categories like *Drum&Perc > Beats*, for example, you should add additional attributes.

Common Attributes

The following MediaBay attributes must be set:

MediaBay Attribute	Description
Author	The name of the company or of the sound designer.
Category	Use this attribute to classify the sound. If you set the Sub Category first, the Category is set automatically.
Character	See Character Attribute Conventions .
Library Manufacturer	This attribute does not have to be set manually. It is defined with the Manufacturer property in the Library Creator .
Library Name	This attribute doesnot have to be set manually. It is defined with the Long Name property in the Library Creator .
Name	This attribute doesnot have to be set manually. It is defined with the preset name when the preset is saved.
PlugIn Name	This attribute doesnot have to be set manually. It is defined with the Family property in the Library Creator .
Rating	A rating of three stars is recommended as starting point for presets. The users can then lower or raise the rating.
Sub Category	Use this attribute to classify the sound. If you set the Sub Category before the Category, the Category is set automatically.

Additional Attributes

These attributes should be set in addition, for example, for VST3 presets with the Category *Drum&Perc > Beats*.

MediaBay Attribute	Description
Signature	The time signature as numerator and denominator.
Style	Use this attribute to classify the musical style. If you set the Sub Style first, the Style is set automatically.
Sub Style	Use this attribute to classify the musical style. If you set the Sub Style before the Style, the Style is set automatically.
Tempo	The tempo in beats per minute (bpm).

Special Attributes

These attributes are mainly needed to display information in HALion's **Browser**.

MediaBay Attribute	Description
Bars & Beats	The number of bars and beats in a loop, for example. This attribute is set for samples, not for presets.
Comment	Use this attribute to add a comment to each preset.
Family Name	This attribute is used for sample sets. Samples with the same Family Name belong to the same sample set.
Follow Tempo	This attribute defines whether a loop uses AudioWarp to follow the host tempo.
GM Sound	This attribute defines the program number of a GM Sound.
Key	The key in which a loop was written, for example, a loop with chords or a loop with a melody.
Keywords	This attribute is set by HALion when you import third-party sampler programs.

Character Attribute Conventions

- Set the Character attributes so that they describe the preset as precisely as possible.
- Character attributes that do not fit should not be used at all.
- Fewer character attributes that perfectly match are much better than too many character attributes that do not match.

Character	Description
Mono/Poly	This attribute should be set for instruments. <i>Mono</i> for monophonic, and <i>Poly</i> for polyphonic.
Split/Layer	Use this attribute for combi presets that use more than one layer.
Glide/Glissando	Set this attribute to <i>Glide</i> if the sound has glide activated.
Major/Minor	Use this attribute for major or minor chord stacks, for example.
Single/Ensemble	Set this attribute to <i>Ensemble</i> if your instrument is an ensemble, such as string or brass sections, for example.

Acoustic/Electric	Set this attribute to <i>Acoustic</i> for acoustic instruments. Set it to <i>Electric</i> for electro-acoustic instruments such as a tonewheel organ or an e-piano.
Analog/Digital	Set this attribute to <i>Analog</i> for typical analog synth sounds. Set it to <i>Digital</i> for typical digital synth sounds.
Vintage/Modern	This attribute describes the decade of the sound. Set this as required. Do not use this attribute if it does not match.
Old/New	This attribute describes the condition of the sound. Set this as required. Do not use this attribute if it does not match.
Clean/Distorted	Set this attribute to <i>Distorted</i> if the sound has a lot of distortion. Use <i>Clean</i> only for very clean sounds. Do not use this attribute for sounds that are in between.
Dry/Processed	Set this attribute to <i>Dry</i> if no effects such as modulation, delay, or reverb are used. Set it to <i>Processed</i> if effects are used.
Harmonic/Dissonant	Set this attribute to <i>Harmonic</i> for additive sounds, for example. Set it to <i>Dissonant</i> for inharmonic sounds with ring modulation, for example.
Clear/Noisy	Use <i>Clear</i> only for pristine additive or digital sounds, for example. Set it to <i>Noisy</i> for sounds with prominent noise. Do not use this attribute for sounds that are in between.
Thin/Rich	Set this as required. Do not use this attribute if it does not match.
Dark/Bright	Set this as required. Do not use this attribute if it does not match.
Cold/Warm	Set this as required. Do not use this attribute if it does not match.
Metallic/Wooden	Set this as required. Do not use this attribute if it does not match.
Glass/Plastic	Set this as required. Do not use this attribute if it does not match.
Percussive/Soft	Set this as required. Do not use this attribute for sounds that are in between.
Fast/Slow	Set this as required. Do not use this attribute if it does not match.
Short/Long	Set this as required. Do not use this attribute if it does not match.
Attack/Release	Use this attribute if the sound has an attack or release. Alternatively, you can use <i>Fast Attack/Slow Attack</i> or <i>Short Release/Long Release</i> .
Decay/Sustain	Set this attribute to <i>Decay</i> if there is no sustain. Set it to <i>Sustain</i> if the sound has a sustain.
Fast Attack/Slow Attack	Set this as required. Do not use this attribute for sounds that are in between.
Short Release/Long Release	Set this as required. Do not use this attribute for sounds that are in between.
Loop/One Shot	Set this as required. Do not use this attribute if it does not match.
Sequenced /Arpeggio	Set this attribute to <i>Sequenced</i> if a step sequencer or MIDI phrase is used. Set this to <i>Arpeggio</i> if an arpeggio is used.



Presets that use an arpeggiator should not get the attribute *Synth Lead > Arpeggio* by default. You should use this Category only for classic arpeggio sounds. If you have a synth bass with a step sequencer or arpeggio, you should add the attribute *Bass > Synth Bass*. To indicate that the preset contains an arpeggio or a sequence, use the *Sequenced* or *Arpeggio* Character attributes, instead.